

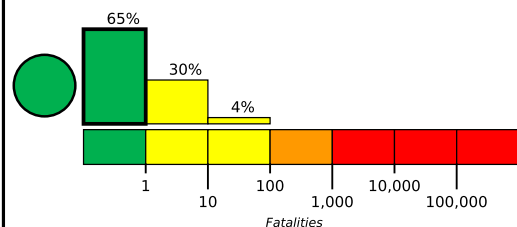
M 5.7, 25 km SSE of Atiquipa, Peru

Origin Time: 2020-12-27 07:11:10 UTC (Sun 02:11:10 local)

Location: 16.0229° S 74.3083° W Depth: 39.0 km

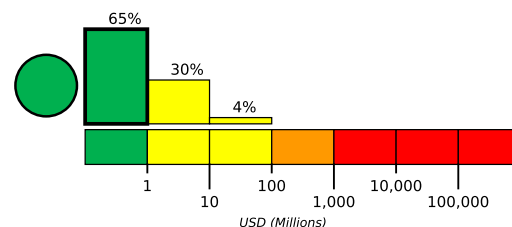
Created: 3 weeks, 6 days after earthquake

Estimated Fatalities



Green alert for shaking-related fatalities and economic losses. There is a low likelihood of casualties and damage.

Estimated Economic Losses



Estimated Population Exposed to Earthquake Shaking

ESTIMATED POPULATION EXPOSURE (k=x1000)		—*	318k	44k	10k	0	0	0	0	0
ESTIMATED MODIFIED MERCALLI INTENSITY		I	II-III	IV	V	VI	VII	VIII	IX	X+
PERCEIVED SHAKING		Not felt	Weak	Light	Moderate	Strong	Very Strong	Severe	Violent	Extreme
POTENTIAL DAMAGE	Resistant Structures	None	None	None	V. Light	Light	Moderate	Mod./Heavy	Heavy	V. Heavy
	Vulnerable Structures	None	None	None	Light	Moderate	Mod./Heavy	Heavy	V. Heavy	V. Heavy

*Estimated exposure only includes population within the map area.

Population Exposure



Structures

Overall, the population in this region resides in structures that are highly vulnerable to earthquake shaking, though some resistant structures exist. The predominant vulnerable building types are mud wall and reinforced/confined masonry construction.

Historical Earthquakes

Date (UTC)	Dist. (km)	Mag.	Max MMI(#)	Shaking Deaths
2001-12-04	214	5.8	VI(32k)	2
1981-04-18	323	5.5	VI(193k)	8
2007-08-15	384	8.0	VIII(493k)	514

Recent earthquakes in this area have caused secondary hazards such as landslides that might have contributed to losses.

Selected City Exposure

from GeoNames.org

MMI	City	Population
V	Chala	<1k
IV	Atiquipa	<1k
IV	Yauca	<1k
IV	Tocota	<1k
IV	Achanizo	<1k
IV	Acari	4k
III	Minas de Marcona	15k
III	Coracora	7k
III	Nazca	24k
III	Puquio	10k
III	Camana	16k

PAGER content is automatically generated, and only considers losses due to structural damage.

Limitations of input data, shaking estimates, and loss models may add uncertainty.

<https://earthquake.usgs.gov/earthquakes/eventpage/us6000d3dr#pager>

bold cities appear on map.

(k = x1000)

Event ID: us6000d3dr